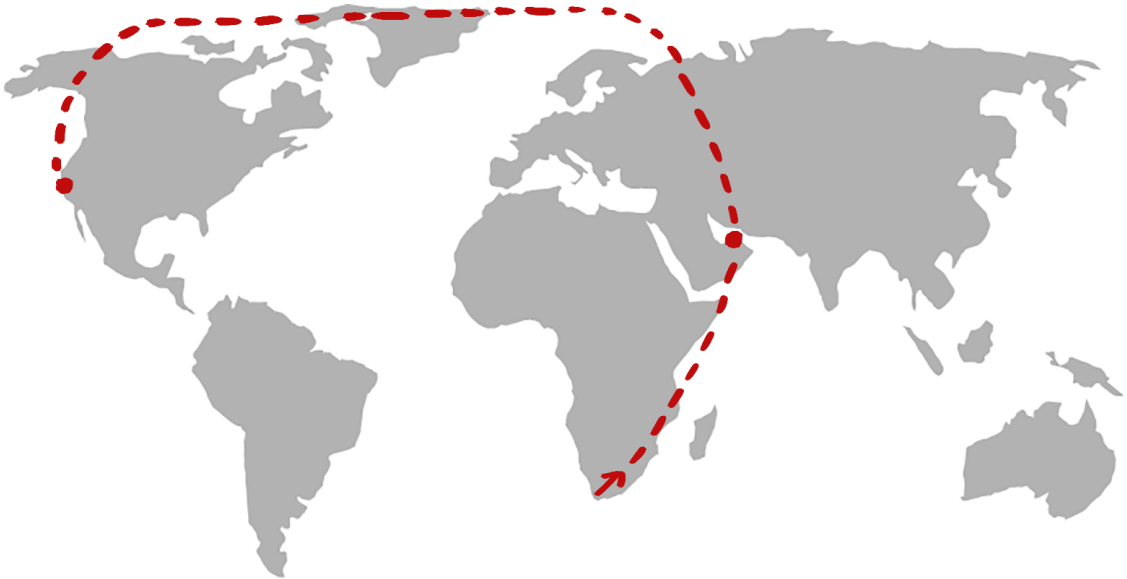
4 Years of Open Development: Learning from Desktop Dungeons

Danny Day & Marc Luck
QCF Design

GAME DEVELOPERS CONFERENCE®
MOSCONE CENTER · SAN FRANCISCO, CA
MARCH 2-6, 2015 · EXPO: MARCH 4-6, 2015

Danny
Marc



QCFDESIGN

desktop
dungeons

"Exploration as a limited resource? Brilliant."
Extra Credits

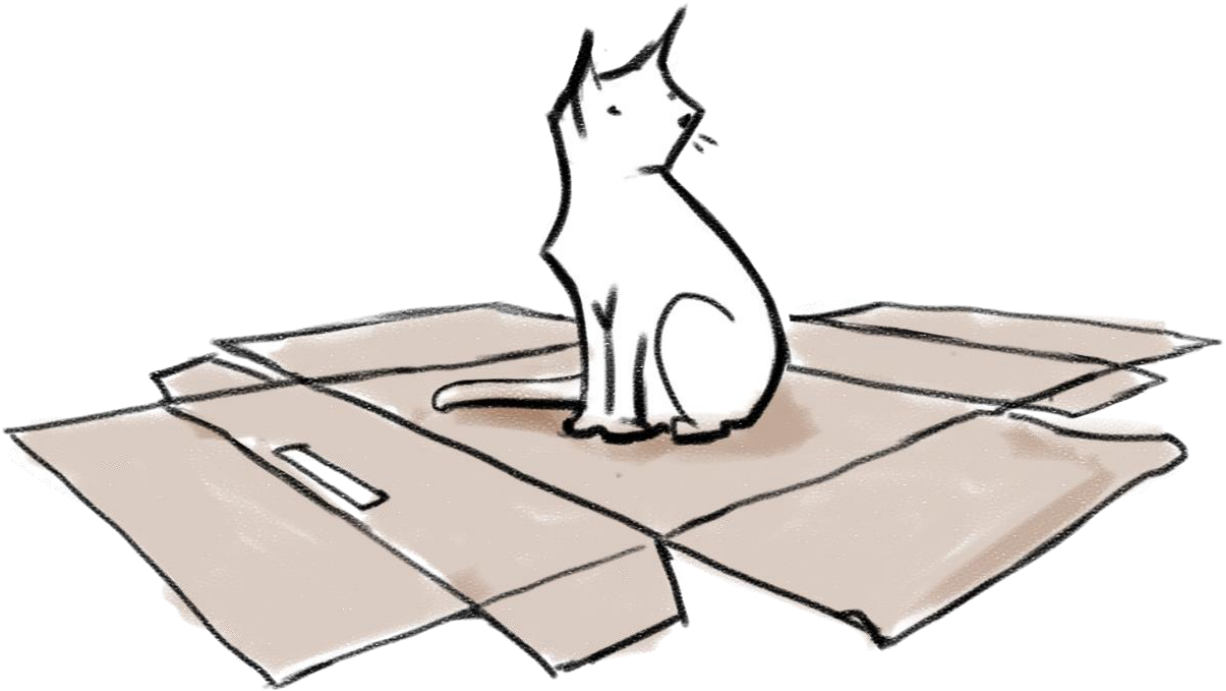
RETIRE
TenMinuteCrawler
(Human Warrior)
Level: 1 XP next: 5
6 (+30%)
1
10/10
1
10/10
On ground:
Gorgon
Damage: 42
Health: 44
Death gaze (player
lower than 50% health)

dislekcia
26
0
1
3
5
Level 1 (2/5)
10/10
10/10
Zombie
Next hit estimate:
SAFE
7
22/22
Undead
RETIRE

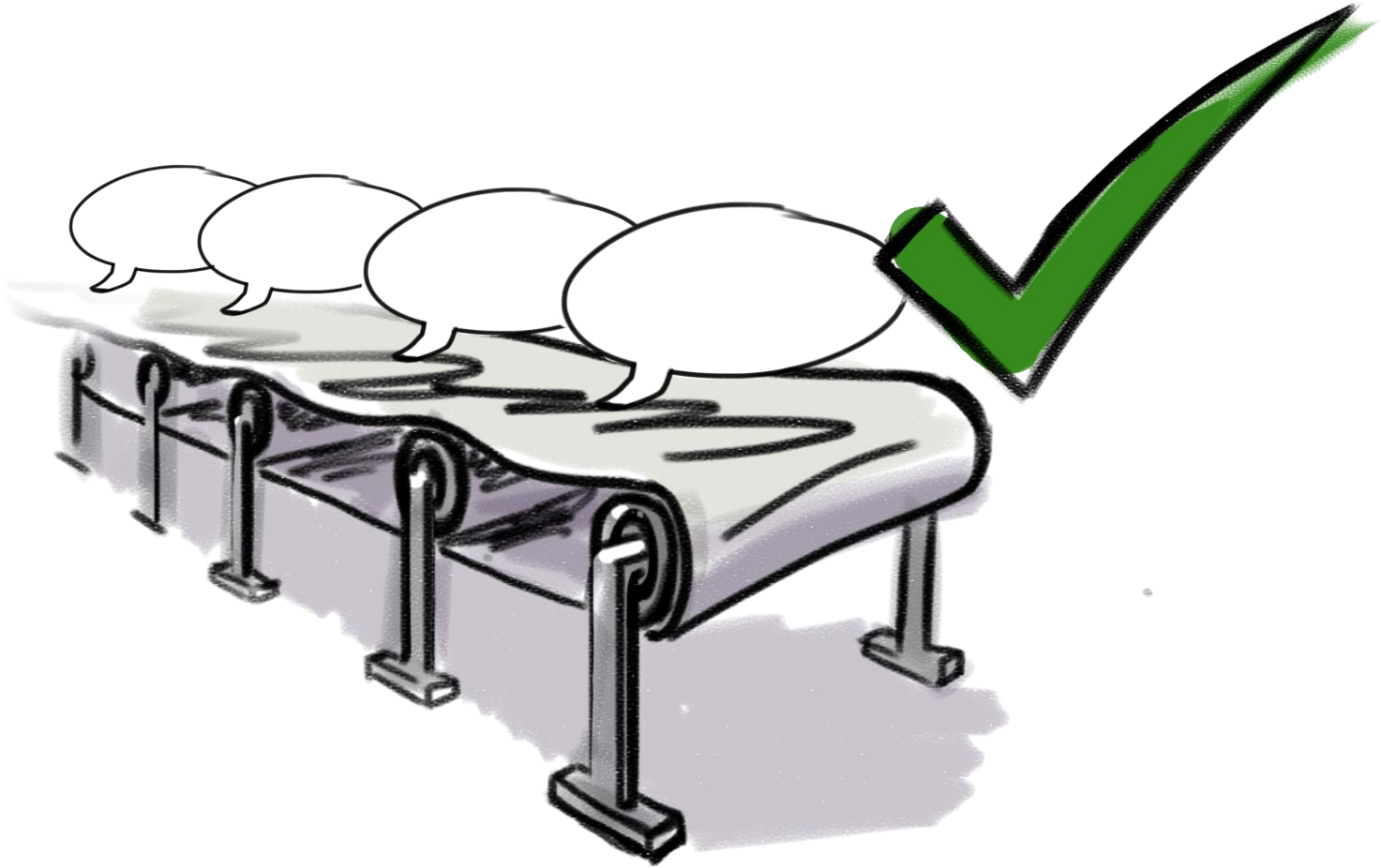
Excellence In Design
Excellence In Design

Menu
Meris Dungenir
Human Thief
Level: 5 (13/25)
60/60
11/11
Sword
+2 damage
BURNDAYRAZ
6 deals 20 dmg
BYSSEPS
2 +30% dmg, 3% erode
Glue item here
Glue item here
0/100

desktop dungeons
-10%
$14.99
$13.49
Now Available
STEAMPLAY
PREV
NEXT

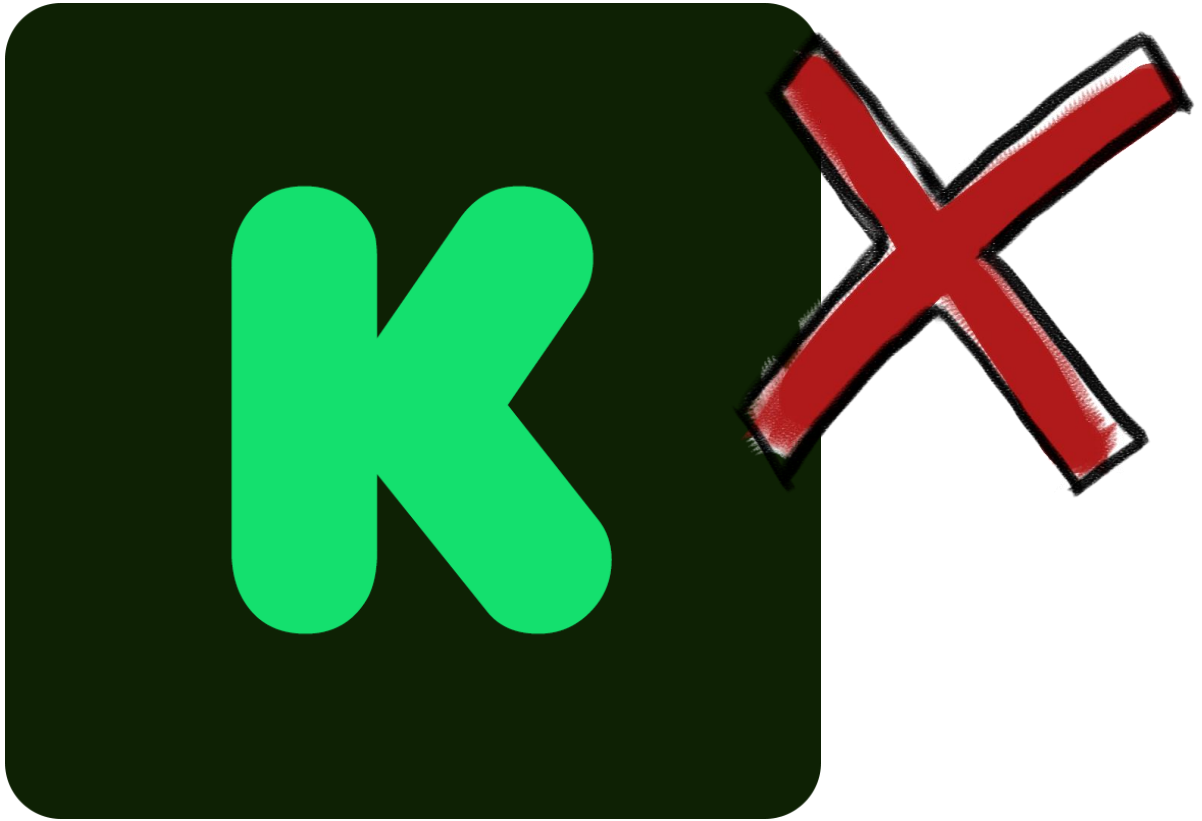


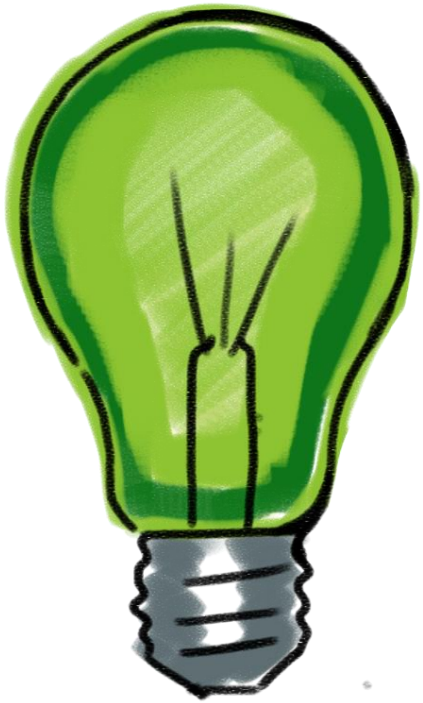
Time for some definitions

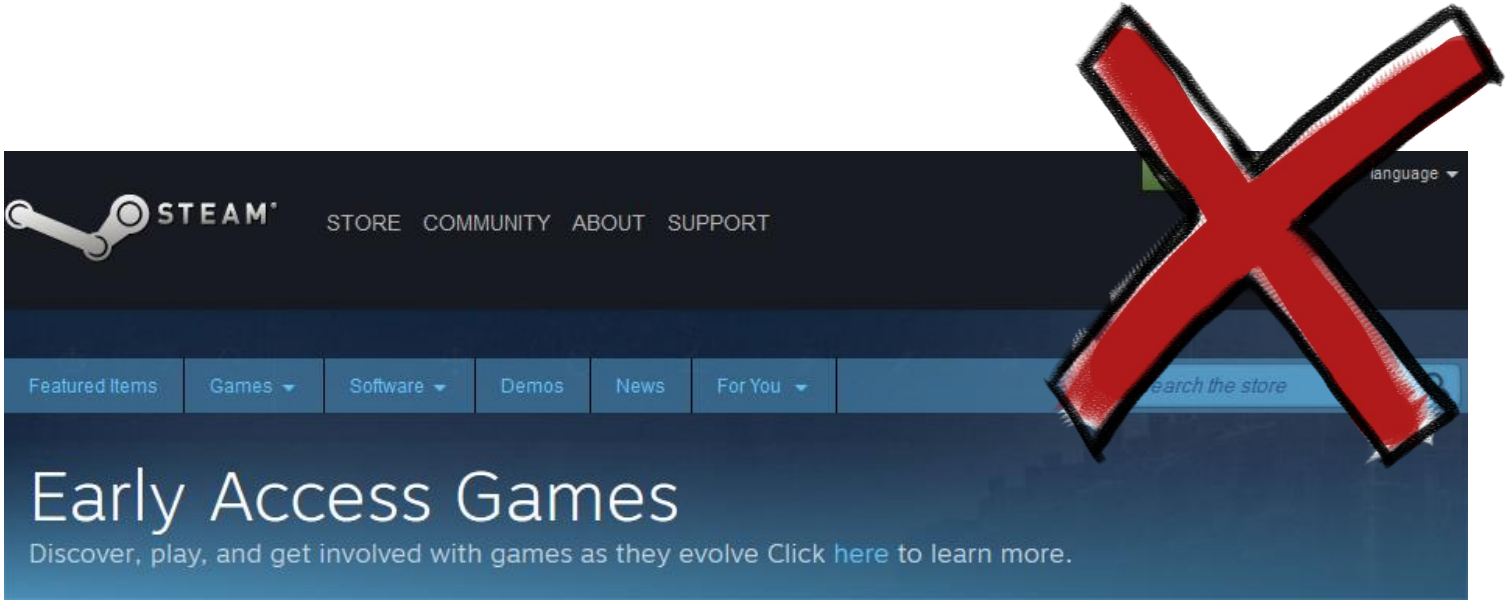


Real Problems

Navel Gazing



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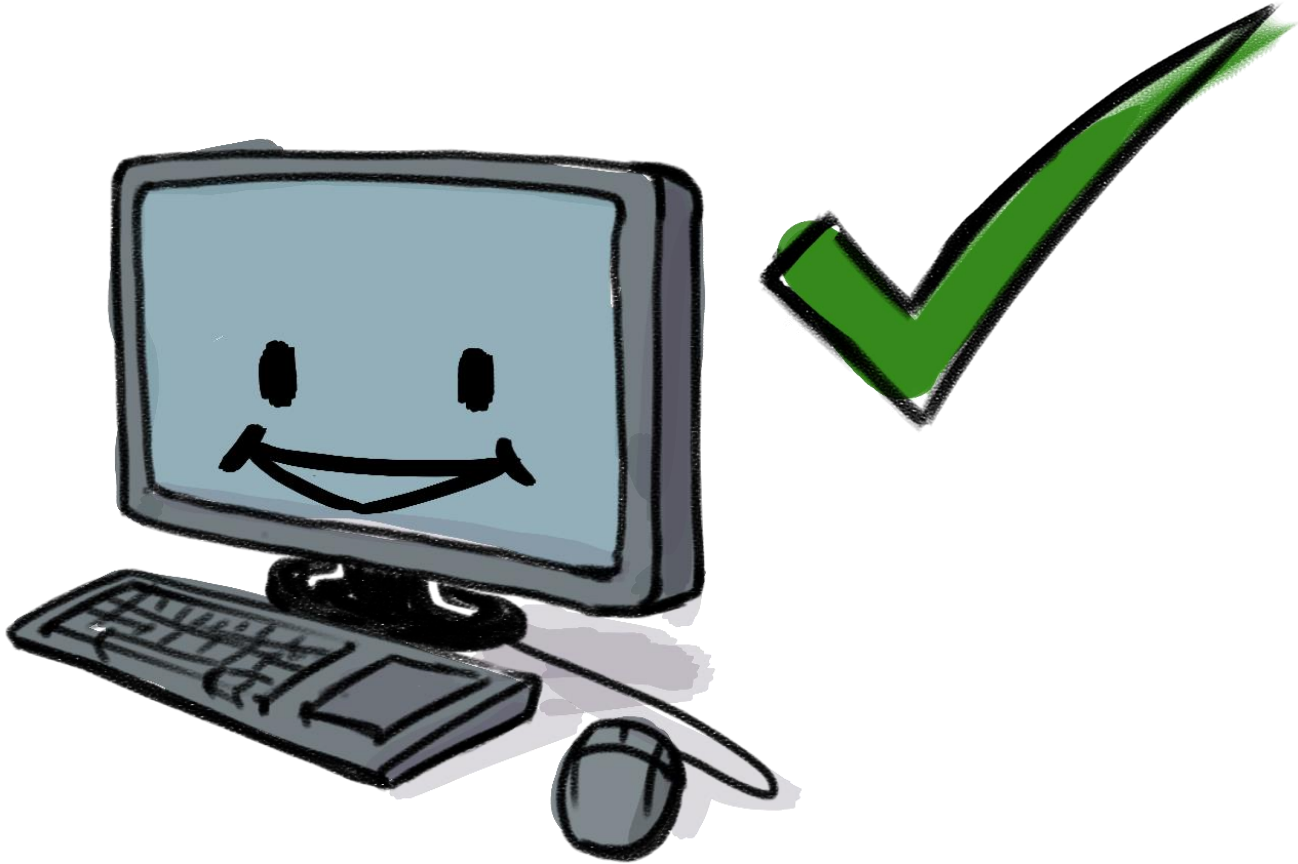
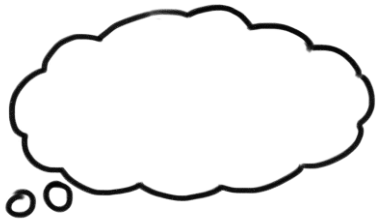


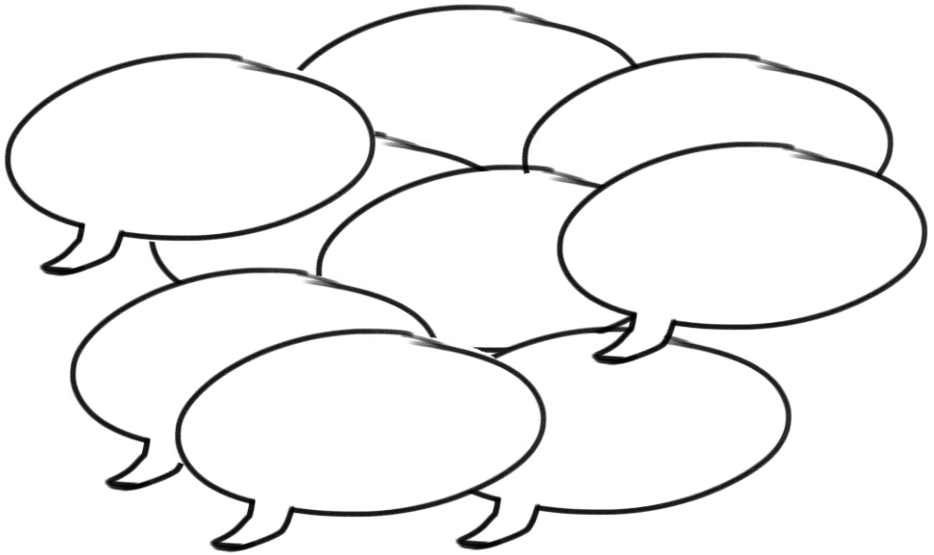
STRETCHY
THE CLONES!
NO. 8
FUN FOR AGES 3+
FEATURING PORKERS FROM THE PETRI DISH!
WARNING
THEY'RE EXPERI-MENTAL!

Why try to be open?

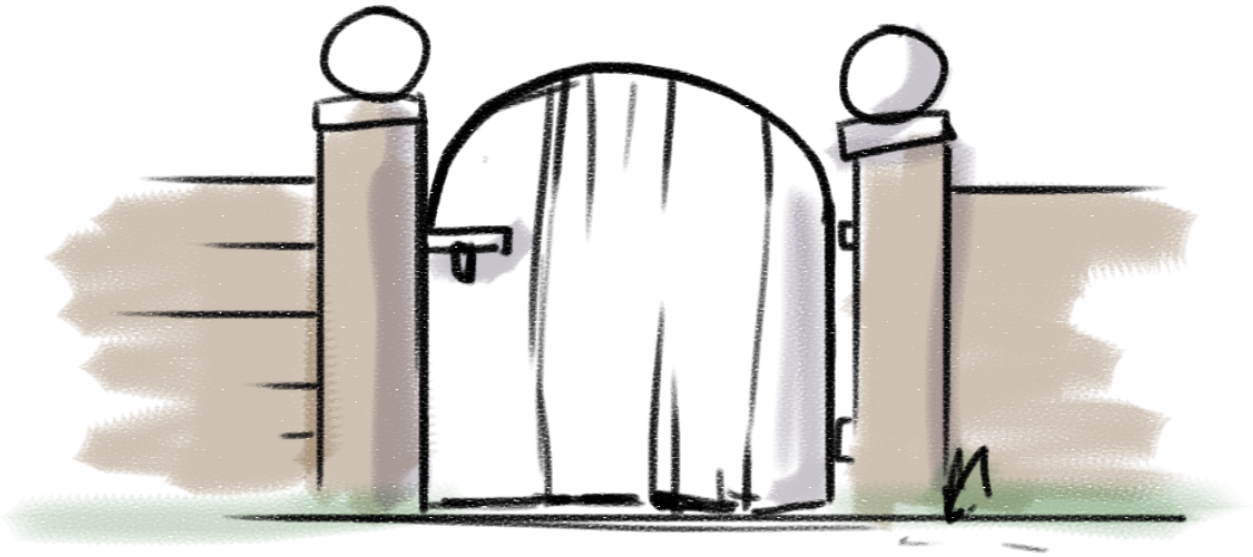
Design better games



Vs



The Indomitable
Next Hit:
DEATH
73
10
222/222
Magical attack
Death protection (50)
Corrosive



Monk
HAND TO HAND
Base damage reduced per level, attack bonus lowered
DISCIPLINE
Health regeneration rate is doubled
DIAMOND BODY
50% physical resistance, resistance cap increased to 75%
The Monk's spiritual quest includes a heavy focus on purity of the body, so members of the order take great pains to ensure that they're all a bunch of badasses. Hobbies include mountain peak meditation, half-hour submersion under frozen lakes, walking across burning coals mixed with glass, and karate chopping.

Maximizing open design:

- Chase player discomfort
- Listen to problems, not solutions
- Learn how to say no
- Playing well is more important than looking good

Marketing & Discoverability

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TWEETS
151
FOLLOWING
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Toki Tori 2+ - A delightful and deep open-world puzzler that won't hold your hand

Indie Fund backing two new titles for Double Fine

Features

Five PR tips indies really need

Avoiding work for hire, with Dear Esther's Pinchbeck

More Other Filters

Freeware Game Pick: Desktop Dungeons (Rodain Joubert)

February 4, 2010 11:00 PM | Tim W.

Desktop Dungeons is a puzzle-based roguelike with an emphasis on resource management, where the health of your adventurer is restored by walking into unexplored rooms or corridors. You can choose to engage an enemy immediately upon finding them, or save the tougher encounters for later after you've gained some battle experience with weaker inhabitants of the dungeon first. That is basically the gist of the game, yet once you've spent about an hour or two with it you'd realize that Desktop Dungeon has plenty of complexity to offer anyone who is willing to learn the advanced strategies, bonuses and random elements that Nandrew has implemented in this gem of a time sink.

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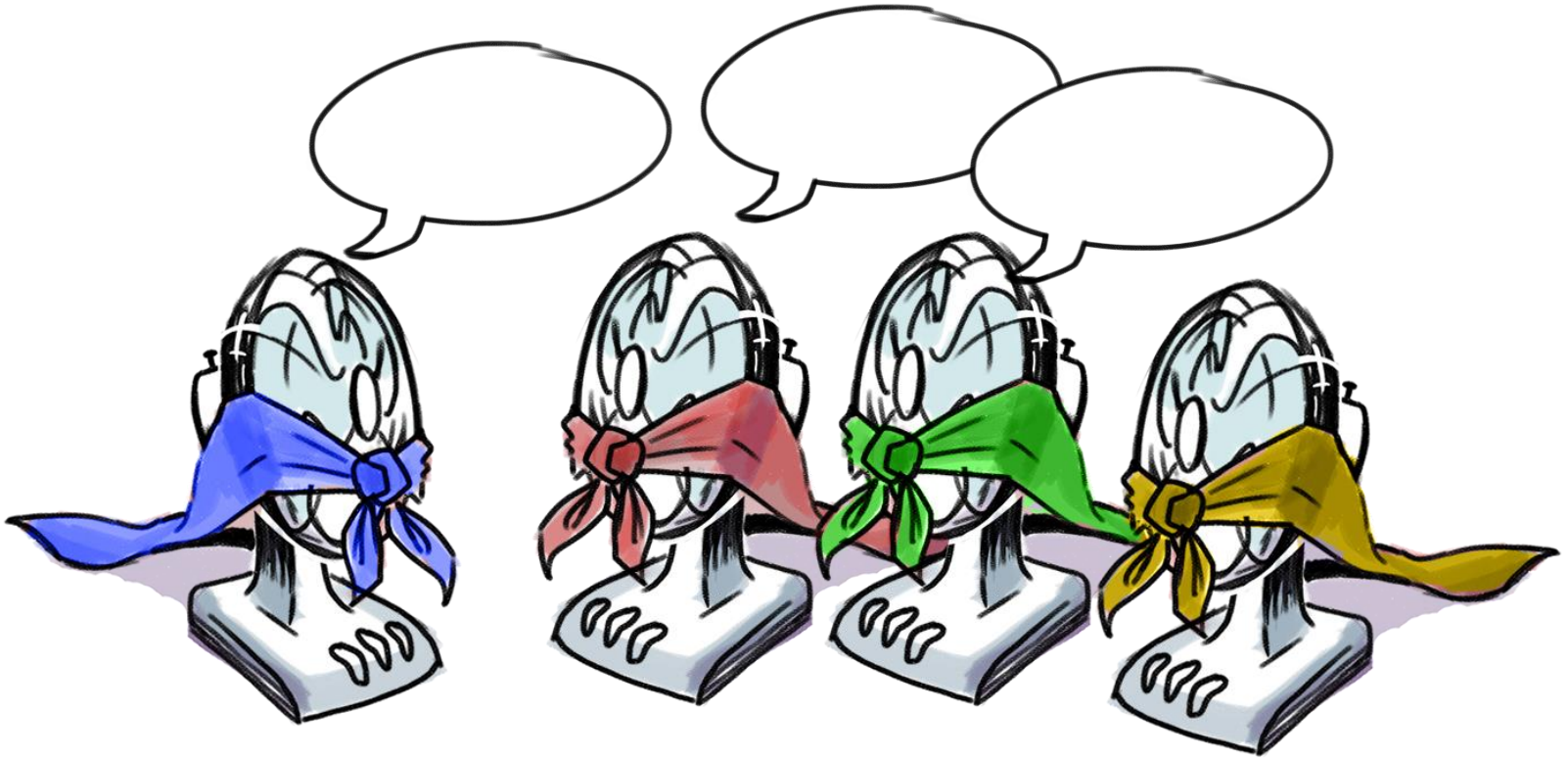
Scratching The Surface: Desktop Dungeons

By Kieron Gillen on March 22nd, 2010 at 4:35 pm. Tweet Like 5 submit

Tim Ashcroft gave me the nod on this, which I'd spotted around but hadn't actually got around to playing. As usual, more fool me. **Desktop Dungeons** is a short-form rogue game, with almost everything you'd expect in a more traditional game crammed into something you can burn through in 10 minutes. It ends up feeling like a cross between a Rogue game and Minesweeper, with a splash of Patience. I suspect many of you will find a permanent space for it on your laptop, and I explain why below…

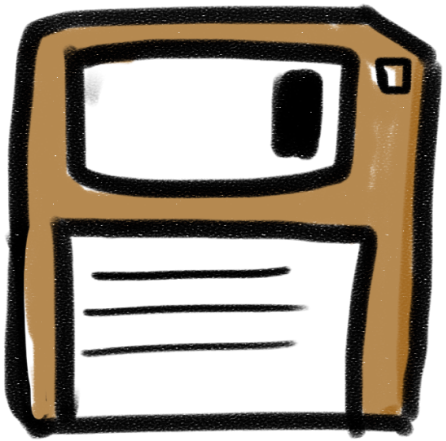
It's an odd one. It's a game which I respect intellectually more than I love emotionally. It's simply a very clever piece of design. The basic idea, like a rogue-like, is that you're dumped in a randomly generated dungeon and have to explore it. You find stuff and it makes you more powerful. You kill stuff and it makes you more powerful. Eventually you get so powerful you take on the big boss and win the game. Desktop Dungeon crams that in one level – but to make it work (i.e. So high level creatures just don't kill you) lets you take the lead. So monsters just sit there waiting to be challenged rather than hunting you down.

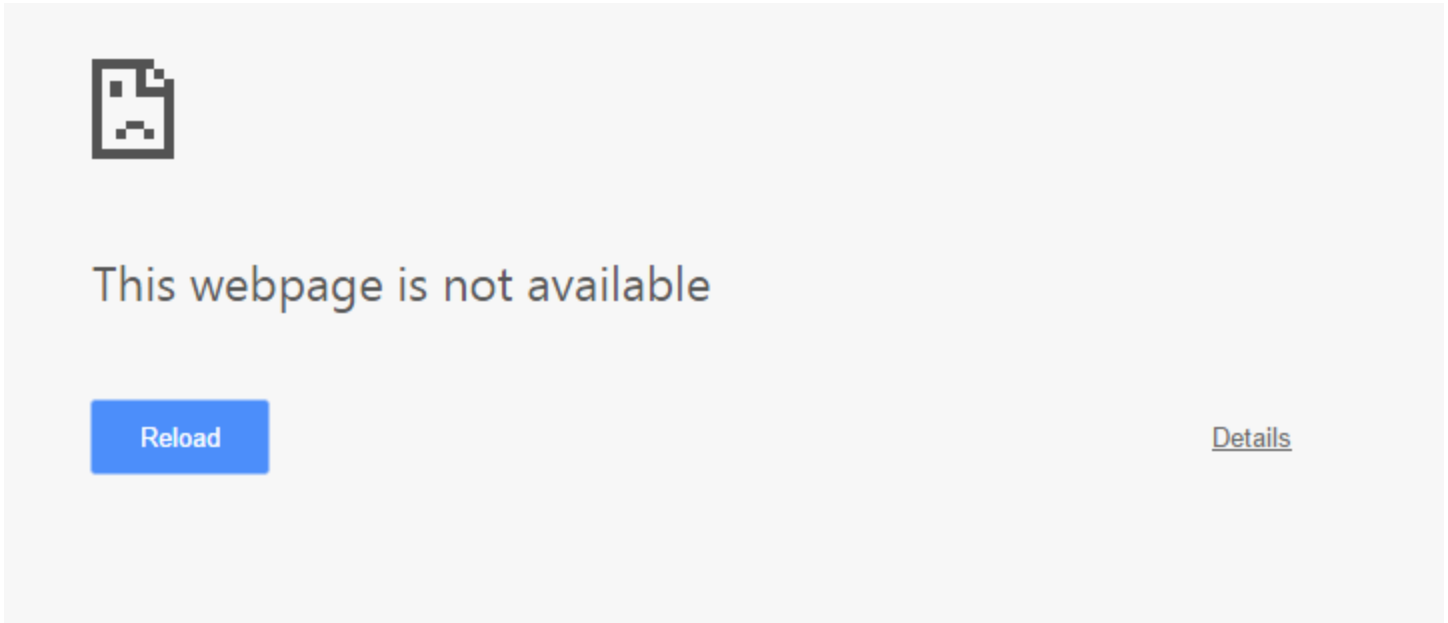


Maximizing open marketing:

- Support people creating content - wikis, videos, art, etc.
- Make it easy to be shared and contacted
- Use your alerts

Being Open and Testing

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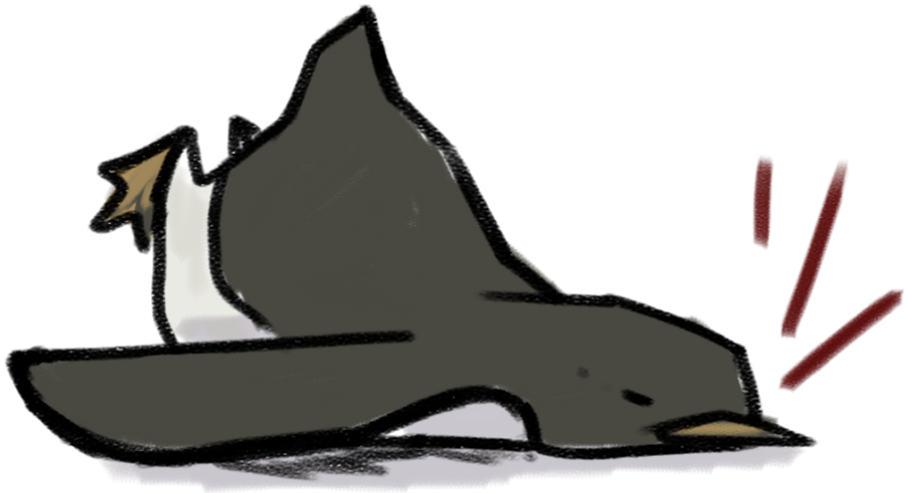
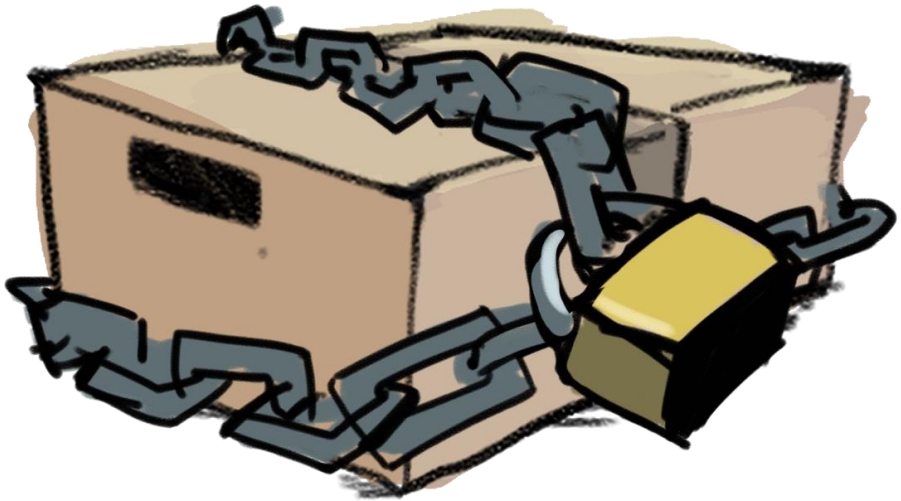
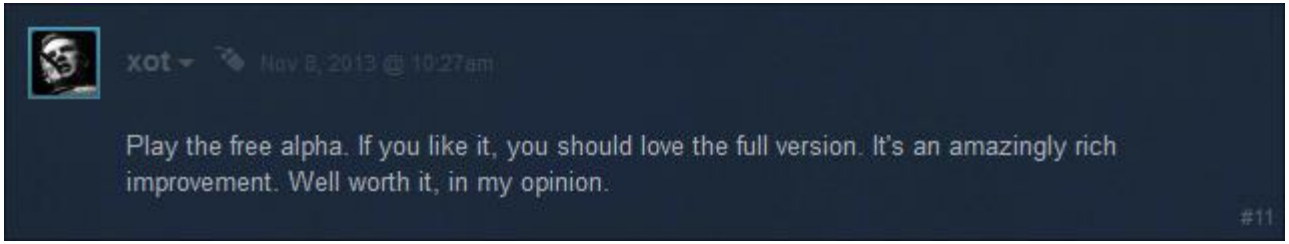


Maximizing open testing:

- Make sure everyone’s playing the latest version
- Have an automatic crash reporting system
- Have a single thread for bugs

Being Open and Getting Paid





[–] **xtagtv** 1 point 2 months ago

You should play the free version first. The core gameplay is basically identical to the steam version, the steam version just has a bunch of expanded extra stuff. Its not really a roguelike, instead its a very mathy sort of puzzle game. So you should try it before you buy it to make sure you like the gameplay.

permalink

Caridor Jan 13 @ 4:24pm
Wasn't this a free game before?
YouTube™ Video: WTF Is... - Desktop Dunge
Views: 409,595
Available for free - http://www.qcfdesign.com/?cat=20 Desktop Dungeons is an evil little dungeon-crawling game designed to run on anything and be played in 10 minutes or less.
Why are they charging for it now?

TheronGodspeed Nov 24, 2013 @ 10:51pm
$15?! Yeah, right...
What a rip! A free game gets a graphic overhaul and very little game-play adjustment and somehow it now costs $15...I'll pass. There are just way too many much better games that cost $15 (or even less). At $5 I may bite, otherwise the free version is just fine.

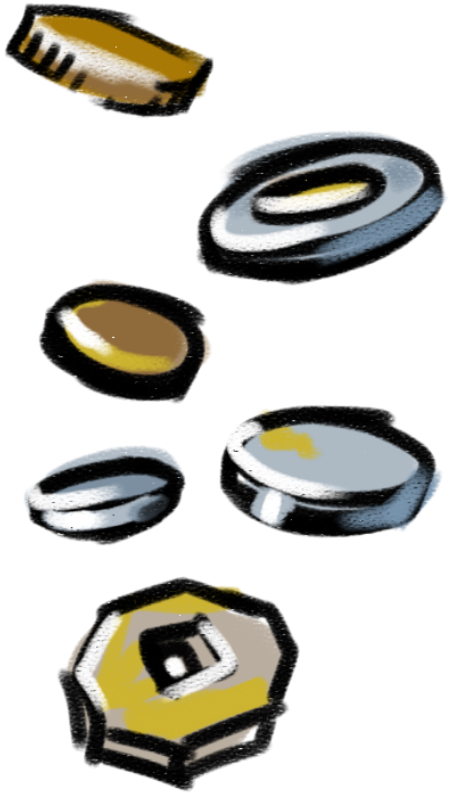
Cannibal Holiday Jan 14 @ 2:57am

The free alpha is like that "first taste is free" stuff offered by your local dealer.
But the steam version is the Heisenberg blue meth of Desktop Dungeons.

#3

8 hours of gameplay = 17 cups of coffee?

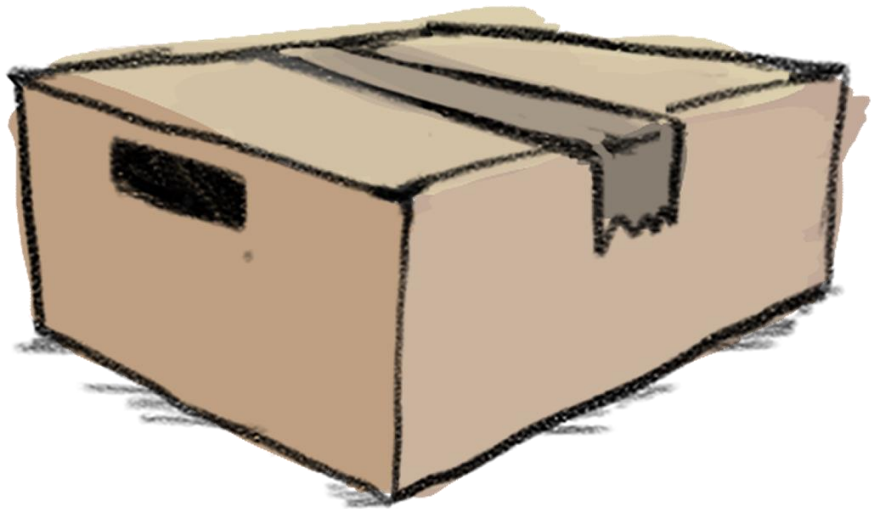
1080p x hats = ???



MINECRAFT

NUCLEAR
THRONE

PRISON
ARCHITECT



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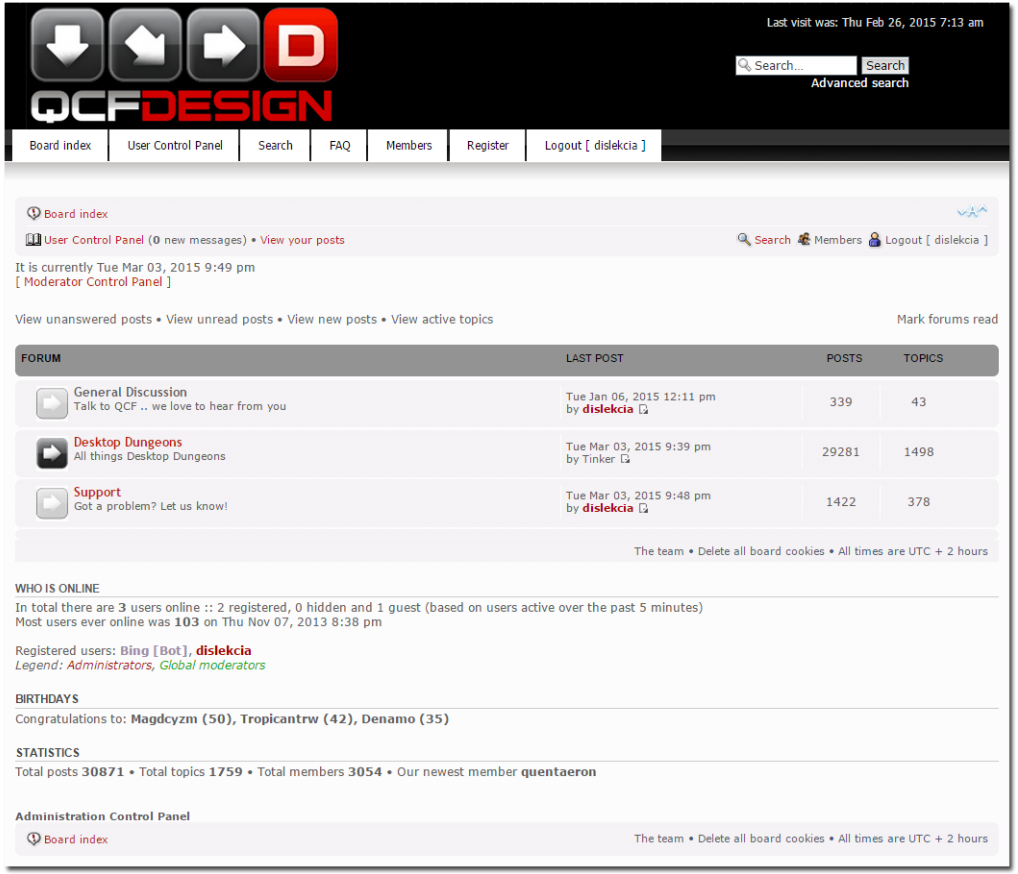
QCFDESIGN
Welcome to the new site!
01/06/2011
Today we're finally ready to launch this site. We've got a ton of announcements, so here goes:
Firstly: You can now pre-order the full version of Desktop Dungeons for PC and Mac! Every pre-order will gain access to the upcoming beta as soon as it goes live.
Secondly: To celebrate pre-orders going live, we've got new versions of the Desktop Dungeons freeware for everyone. Not too many changes, just some bug-fixes, general cleanup and some interface changes. Oh! And a new class! And a new dungeon! Enjoy. Yes, your existing saves will carry over just fine.
Thirdly: We're also launching the QCF Forums today. There's now a definitive place to trade DD strategies and ask for support if something's wrong.
We're really excited about the next few months, there's a lot going on. Oh, be sure to come say hi if you're going to be at E3!
Tweet 0
3 comments
Copyright 2011 QCF Design, Desktop Dungeons is pretty awesome and we hope you enjoy it.
Site design by the astounding Sven Bergstrom (FuzzYspo0N), thanks!

Maximizing not starving:

- Wait as long as you can
- Let people pay you more if they want to
- Don’t do deep discounts before you’re out!

What do you need to be open?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Registered users: Bing [Bot], dislekcia
Legend: Administrators, Global moderators
BIRTHDAYS
Congratulations to: Magdcyzm (50), Tropicantrw (42), Denamo (35)
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Total posts 30871 • Total topics 1759 • Total members 3054 • Our newest member quentaeron
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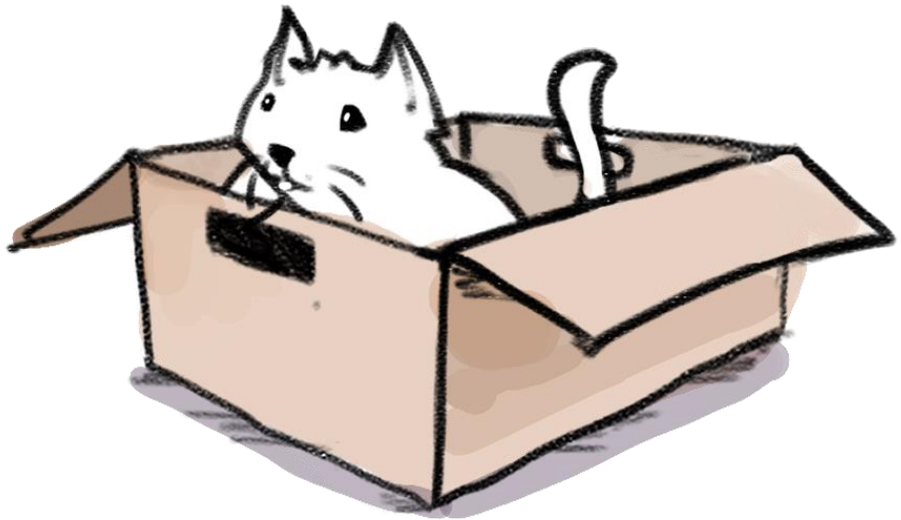
JULY

BREATHE

Conclusions...

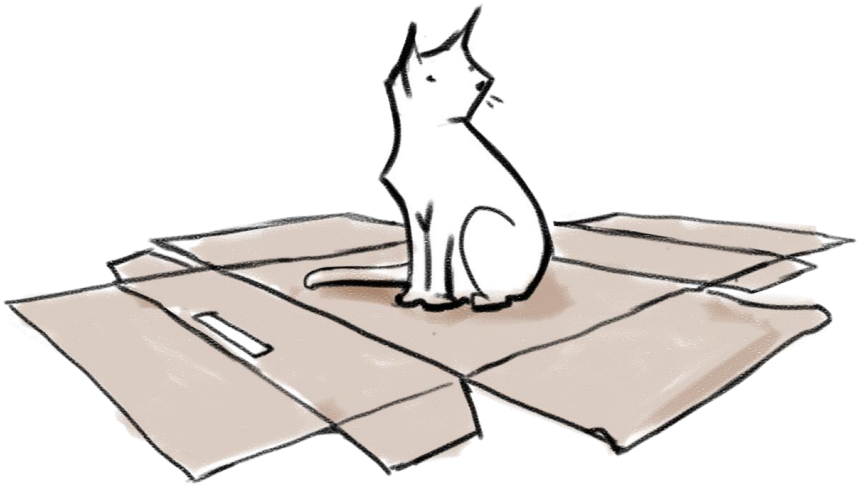


Francois van Niekerk @francoisvn · Feb 25

Now @dislekcia and @AequitasZA are practicing their GDC talk, starting off with open dev. Go to GDC to get the skinny

Contact details

www.DesktopDungeons.net

@dislekcia

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